

DENNIS WHEATLEY'S

Thrilling New Game

INVASION

Attack and Defence
by Land, Sea and Air

RULES

REVISED EDITION

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DENNIS WHEATLEY's

NEW GAME

INVASION

ATTACK AND DEFENCE BY LAND, SEA AND AIR

GENERAL.

1. These rules are quite simple but they are set out in considerable detail in order to make them absolutely clear and thus avoid any possible discrepancy of opinion between players.

2. There are two games: the SIMPLE and the ADVANCED. It is advisable to play the SIMPLE game a few times first as the ADVANCED game then becomes easy to pick up.

3. Pieces are of three kinds:

Cubes represent Army Divisions.
Diamonds „ Naval Formations.
Pyramids „ Air Units.

4. Each country has 40 pieces, but made up in varying proportions of the different forces.

5. Each country has a Capital shown thus:



Five principal towns shown thus:



Five Air Bases shown thus:



Numerous Forts shown thus:



Three countries have Dockyards shown thus



and Fortified Ports shown thus:



Unfortified towns and villages are shown thus:



IN BOTH GAMES

1. The game can be played by two, three or four people.

2. Two dice are thrown by each player in turn; the player throwing the highest number has first choice of country, and so on.

3. With two players only, each has at his disposal the forces of two countries.

4. With three players, the player throwing the lowest number represents the joint High Command of the two remaining countries and throws for both countries alternately with each of the other players.

5. With four players, those throwing the highest and the lowest numbers form an *alliance* against the other two.

6. When there are more than two players, allies should leave the table for a few moments (time arranged by agreement) to formulate a joint plan of campaign.

7. Two dice are thrown by each player. The player with the highest throw has first turn in the game. Whichever of his opponents has the next highest throw has second turn. The first player's ally throws third and his opponent's ally last. Throwing continues in this order. A natural 6 is when *one* of the dice thrown falls with its 6 pips uppermost.

8. The placing of the pieces is done (if scrupulous fairness is desired) piece by piece in the same order of turns, otherwise simultaneously.

9. **Allies may assist each other by devoting their throw or any portion of it that they wish to the movement of allied forces.**

10. Victory depends ultimately on land forces. The winner of the game is the player who first succeeds in placing four of his Army Divisions in the four spaces round either of the enemy's Capitals. That enemy's ally is assumed to collapse and call for an armistice.

THE SIMPLE GAME

1. In this Land Forces (Army Divisions) *only* are used.
2. Each player may use Sixteen Divisions.
3. Each sets up his Sixteen Divisions as follows. Four must be placed on the squares adjacent to his Capital and One on each of his Five principal towns. The remaining Seven may be placed upon any of his Forts that he chooses or any of his towns and villages that have **three or more Stops between them and his frontier**. Angleland, having no land frontier, may place her remaining Seven Divisions on any towns or villages she chooses.

ARMY MOVES.

1. All Forts, Fortified Ports, principal towns and villages are Stops. Cross-roads or forked roads having no village upon them are not Stops. Ports having a Fort adjacent to them are considered as a single Stop.
2. A player may move his Divisions in any direction.
3. **A player may move as many of his Divisions one Stop as there are pips on the dice thrown. But he must not move any one Division more than one Stop after each throw.**
4. Players may move their Divisions freely across an enemy frontier unless they are blocked by an enemy Fort.
5. Before each enemy Fort or Fortified Port can be taken by frontal attack one dice of a player's throw must fall as a natural 6 (but see Army Rules 16, 17). Once a Fort has been taken it is considered to have been destroyed for the rest of the game and any number of Divisions may be moved through it backwards and forwards as though it was an ordinary Stop. Pins should be used to mark Forts as they are taken, and small flags are provided for this purpose in the De Luxe set of the game.
6. Allies may move Divisions through each other's Forts as though they were ordinary Stops.
7. A single Division cannot destroy an enemy Division, but if a player wishes to move one of his Divisions forward after a throw and there is an enemy Division on the next Stop, that enemy Division must retire to one of the adjacent Stops.
8. In the above case, if the enemy Division has another Division in support on the Stop immediately behind it, the player who has thrown cannot push it back and must make some other move.
9. An enemy Division may be destroyed and removed from the board by two Divisions advancing by converging roads.

10. If two Divisions advance by converging roads to the same Stop either to take an enemy Division or not, **one cube is placed upon the other and they become an Army Corps**. But in no case must more than two Divisions ever occupy the same Stop.

11. Army Corps may also be formed by moving Divisions up to crown other Divisions and allies may assist each other by making joint Army Corps of one Division each.

12. To move each Army Corps one Stop takes two moves of a player's throw.

13. An Army Corps may take an enemy Division by direct attack.

14. If an Army Corps is opposed to an Army Corps the same rules, Nos. 7, 8 and 9, apply as to Divisions. An Army Corps supported by a Division can push back an Army Corps supported by a Division. Two Army Corps, one behind the other, can push back two Army Corps one behind the other, and so on.

15. Army Corps may only advance by converging roads for the purpose of taking enemy Army Corps. Only one of the attacking Army Corps remains upon the Stop attacked after destroying the enemy Corps, and the other retires automatically to its previous position to avoid road congestion.

16. Ports may be taken from the side or rear by an Army Corps without the player throwing a natural 6, and in such cases the Fort only counts as a single Stop.

17. Fortified Ports may not be taken by an enemy advancing along a coast road unless the attacker throws a natural 6, but they may be taken from the rear by an Army Corps attacking along a road leading to them from inland, and in such cases Fortified Ports only count as a single Stop.

18. Divisions on any of the four squares adjacent to the Capital may move out of it by any road leading from the Capital, and an attacking Division may occupy any square by any road leading into the Capital.

19. An Army Corps on entering an enemy Capital occupies two of its squares.

20. Divisions in a Capital have their backs to the wall and cannot retreat off the board: they can be taken **Division for Division** by an attacking enemy. If a Capital is attacked, therefore, its defender should move his Divisions out to fight as the ordinary rules then apply and a Division can only be taken by an Army Corps and a Corps by two converging Corps.

21. **Once a Division or a Corps has penetrated an enemy Capital it is safe and cannot be taken or driven out, even if there are superior Forces in the Capital itself, and it can remain there pending the complete occupation of the Capital, which concludes the game.**

EXPEDITIONARY FORCES SENT OVERSEAS TO AN ALLY.

1. If a player throws a natural 6 he may send an Expeditionary Force to the assistance of his ally by landing a Division or Army Corps in his ally's country.
2. All Expeditionary Forces must be sent from Fortified Ports to Fortified Ports; they cannot be embarked or landed at coastal villages, or landed at a Fortified Port which has been taken by the enemy.
3. The natural 6 enables a player to land a First Division. One pip of his other dice enables him to increase it to a Corps; any additional pips of that throw must be used for other moves.
4. Once an Expeditionary Force has been landed it can be followed up by further Divisions (sent from any home Fortified Ports) **to the same overseas Base**; each Division sent overseas counting only one pip of a player's subsequent throws.
5. If a player wishes to form a second overseas Base by sending another Expeditionary Force to a different allied Port he must first throw another natural 6, upon which Rule 3 again applies.
6. Should an Expeditionary Force be pushed back owing to the invasion by land of the country to which it is sent it may be evacuated without loss through allied Fortified Ports, to such of its home Ports as are not fully occupied, by ordinary moves. But no part of it can embark from allied coastal villages.

7. If Expeditionary Force Divisions are in coastal villages they have their back to the wall, and, if they cannot retreat laterally down a coast road, they can be taken **Division by Division or Corps by Corps** by an advancing enemy pushing them into the sea.

8. If an Expeditionary Force is entirely evacuated, another natural 6 must be thrown before a new Expeditionary Force can be landed.

INVASION OF AN ENEMY COUNTRY BY SEA.

1. If a player throws a *double 5* or a *double 6* he may invade an enemy country by landing a Division or Army Corps in any enemy coastal village providing it has not got an enemy Division upon it.

2. All Invading Forces must be sent from Fortified Ports but cannot be landed in an enemy Fortified Port unless that Port has already been taken by their ally or an earlier Invading Force.

3. Once having landed Invading Forces are governed by the same rules as apply to Expeditionary Forces, except that Invading Forces can only be evacuated through the coastal village Base at which they landed, or through any Fortified Port that they or their ally has taken.

(For exceptional situations see notes on Page 10.)

THE ADVANCED GAME

THE SET UP.

1. The full Forces of each country are divided as follows :

Name	Regular Army Divisions	Reserve Man-Power Divisions	Naval Formations	Naval Formations (Building)	Air Units	Air Units (Building)
ANGLELAND (Red)	8	8	9	3	6	6
FRANKEN (Blue)	13	13	3	1	5	5
DANEREICH (Yellow)	12	12	6	2	4	4
RUSLAVIA (Green)	10	10	nil	nil	10	10

2. Four Army Divisions must be placed on the four squares adjacent to each Capital. Additional Divisions must be placed, as far as they are available, upon all five principal towns. Countries which have more than nine Divisions may place any that are over on Forts or Fortified Ports at their own choice.

3. Naval Formations must be placed in squares which are cut by each player's own coast line, at his own choice. The square containing the narrow strait between Angleland and Franken may not be occupied by any Naval Formation before the game begins. No two Formations may ever occupy the same square (unless it contains a Dockyard).

4. Air Units, as far as they are available, must be placed on each Air Base. Countries which have more than five Air Units place two on each Base as far as possible.

5. Reserve Man-Power Divisions must be placed in the space allotted to them near each Capital until they can be brought into play.

6. Naval Formations (Building) must be placed in the squares containing Dockyards of the countries concerned until they can be brought into play.

7. Air Units (Building) must be placed in the space allotted to them near each Capital until they can be brought into play.

8. A player may use any throw at his choice to move Army Divisions, Naval Formations, or make an Air Raid. He may also divide the value of his throw, and, for example, if he throws a 7, move four Army Divisions and three Naval Formations. Or, for example, if he throws a high number he may use one or more of his moves to get Divisions or Naval Formations out of danger, and the balance for an Air Raid.

ARMY MOVES.

Are exactly the same as in the SIMPLE game, except that :

(a) For each Principal Town or Fortified Port taken a player may bring a new Division into play from his Reserve of Man-Power.

(b) Man-Power Divisions drawn from Reserve must be placed upon one of the squares adjacent to the Capital or one of the five Principal Towns, at a player's choice. If none of these nine sites is available the player may place his Reserve Division upon the nearest unoccupied village to his Capital.

(c) A player may, if he wishes, let his ally bring a Reserve Division into play instead of playing one of his own.

NAVAL MOVES.

1. A player may move his Naval Formations in any direction.

2. A player may move as many of his Naval Formations one square as there are pips on the dice thrown. But he must not move any one Formation more than one square after each throw.

3. For each square an attacking Formation moves forward the NEAREST enemy Formation must move one square back (even if they are several squares apart).

4. Retiring Formations must move either towards their Dockyards or towards the edge of the board. If a Formation is forced into a Dockyard it is placed on top of any Formations already there and is considered to be bottled up. It may not then be brought into play again until a natural 6 has been thrown to release it. If Formations are forced to the edge of the board they must give Battle.

5. In Battle the power of a Naval Formation consists in the range of its guns. The number of pips on the two dice in any single throw counts as range at the rate of one pip per square, but two Formations must be in range to sink a single enemy Formation.

6. A player may give Battle at any time he chooses after one of his own throws if two of his Formations are within range of an enemy Formation. A player may not give Battle before retiring if an enemy Formation has advanced against him.

7. For Battle note the following examples of play :

Example A. A player throws an 8. If he has two Formations within 4 squares' distance of an enemy Formation he may sink that Formation.

Example B. A player throws a 5. If he has one Formation within 2 squares of an enemy Formation and another within 3 squares, he may sink the enemy Formation.

Example C. A player throws a 9. If he has two Formations each within 3 squares of an enemy Formation he may use 6 pips of his throw to sink the enemy Formation and the other three pips to move any of his other Forces that he wishes.

8. If a player throws a natural 6 he may bring back into play a Formation which is bottled up, or launch a Naval Formation (Building) from a Dockyard (if there is a free square adjacent to it). He may not give Battle while inside a Dockyard.

9. If a player throws a natural 6 he may move one of his Formations (which is considered to have eluded the enemy) from sea to sea without passing through the narrow strait. In this case he places the Formation in any square adjacent to the side of the board that he chooses.

10. For each Naval Formation bottled up or sunk, a player may bring a new Division into play from his Reserve of Man-Power under the same conditions as in Army Rules (b) and (c).

11. Naval moves can be made in a perpendicular, horizontal or diagonal direction, or in a combination of these (as a Knight moves in Chess), but each square counts as one pip of the player's throw. This also applies to a Formation's shells in a Naval Battle.

12. If a player takes a Fortified Port with his troops it becomes an ordinary Port for the rest of the game; he also brings into play a Division from his Reserve of Man-Power under Army Rule (a). If there are any Naval Formations (bottled up or building) in the Port one (or more, see Special Rules 2) may escape to sea if an opponent's next throw includes a natural 6 (or is a double 6). If they cannot escape they are then considered to be destroyed, and the attacker may bring into play one Reserve Man-Power Division for each Naval Formation (bottled up or building) caught in the Port.

AIR FORCE MOVES.

1. After any throw a player may elect to make an Air Raid. Having made his throw he must announce his objective. He may take as his objective a Port, a Fortified Port, a Naval Formation or an enemy Air Base. The player attacked then has an *extra* turn and throws the dice in reply. If the attacker has thrown the greater number of pips the Raid is successful; if the defender has thrown the greater number of pips the Raid is a failure.

2. If they throw the same number of pips they must throw again until the issue of the Air Raid is decided.

3. In the event of an Air Raid being a failure the attacker loses his Air Unit.

4. If a player raids an enemy Fort or Fortified Port and is successful, his troops may then pass through it without his throwing a natural 6, and he gets an *extra* throw. He cannot, however, destroy an enemy Fort or Fortified Port with an enemy Division upon it.

5. If a player raids a Naval Formation and is successful, that Formation is removed from the board and the attacker may bring into play another Man-Power Division from his Reserve under the same conditions as in Army Rules (b) and (c).

6. Under Rules 4 and 5 the attacker's Unit returns after each successful raid to the Air Base from which it was sent.

7. If a player raids an enemy Air Base and his raid proves successful, he leaves his Air Unit on it to mark the Air Base as destroyed or partially destroyed and (if the Base is occupied) removes one of the Defender's Air Units from it. He then draws an Air Unit (Building) from his own Reserve to replace his raiding Unit on his own Base; and also a Man-Power Division from his Reserve which he may bring into play under the same conditions as in Army Rules (b) and (c).

8. If there are more than one Air Units on an Air Base, it takes two or more successful raids to destroy it. Once an Air Base is destroyed it cannot be reoccupied.

9. If a player throws a natural 6 he may, in addition to making his Raid, draw another Air Unit (Building) from his Reserve and place it upon any of his Air Bases that he chooses, providing that Air Base has not already been destroyed by an enemy.

10. If an attacker succeeds in destroying all five of an enemy's Air Bases he may then raid enemy Divisions and destroy these at the rate of one for each successful raid.

11. But, as a Pact is in force against the bombing of open towns, a player may not raid enemy Divisions or Army Corps (which can be reduced to a Division by a successful raid) in their own Capital or in any of their own five Principal Towns.

EXPEDITIONARY AND INVADING FORCES.

Operate under exactly the same rules as in the SIMPLE game, except that:

(a) No such Force may be sent overseas to a Port or coastal village if its shortest route from the home Port passes through any square upon which an enemy Naval Formation is lying.

(b) Should an enemy Naval Formation move into any such square the shipment of troops from that particular home Port must be discontinued until the Formation has either been driven off the shortest route to the overseas Base, or destroyed.

(c) Such Forces cannot be evacuated to any home Port while an enemy Naval Formation lies in a square on the shortest route to it. Unless they can go by an alternative route *direct* to another home Port they are trapped and can be taken **Division by Division or Corps by Corps** as though they were forced into the sea.

BLOCKADE.

1. If a country succeeds in clearing the seas of all enemy Naval Formations it may institute a Blockade; in which case the country blockaded must with its next moves withdraw all Army Formations from its fortified Ports and coastal villages, and is debarred from passing troops through these although they remain open to the troops of the blockading country and those of its ally.

2. Air Raids may not be made upon enemy Air Units (Building) or Reserve Man-Power Divisions until they have been brought into play, or, it follows, upon Naval Formations (Building) and in Dockyards. A player may, therefore break a Blockade, if he throws a natural 6, by bringing a bottled-up Naval Formation into play or launching a new one. Directly such a Formation is destroyed, however, the Blockade is immediately resumed.

BETTING.

Betting is entirely optional, but if players wish to back their skill a good method is as follows: Each player puts sixpence (or units of money) in a pool. For every Division, Naval Formation or Air Unit he loses during the game he adds another penny, and the player whose Capital is captured adds a final sixpence. The pool is then divided equally between the winners. To be logical, as no country ever makes anything out of a war, the contents of the pool should go into a charity box.

SPECIAL.

1. Any player throwing a natural 6 may do one of the following:

- Take an enemy Fort (including the necessary move).
- Launch a new Naval Formation, or one that has been bottled up (including the necessary move).
- Move a Naval Formation from sea to sea without passing through the narrow straits.
- Draw an Air Unit from Reserve as well as making an Air Raid (the six still counting as part of his throw).
- Send an Expeditionary Force overseas (including the necessary move).
- Use his six moves in any other way he wishes according to the ordinary rules of play.

Should he elect to use one of the special privileges he can still make, in addition, moves equivalent to the number of pips on the other dice in the same throw.

2. Any player throwing a double 5 may start an Invasion by sea, and land an Army Corps (including the necessary move).

3. Any player throwing a double 6 may do one of the following:

- Take 3 of the enemy's Forts or Fortified Ports (including the necessary moves).
- Bring 3 Naval Formations (Building or bottled up) into play (including the necessary moves).
- Bring 3 Air Units (Building) into play.
- Bring 3 Units (mixed, of the above) into play.
- Move 3 Naval Formations from sea to sea without passing through the narrow straits.
- Land 2 Expeditionary Forces in allied Fortified Ports (including the necessary moves).
- Start an Invasion by sea, and land an Army Corps in an unoccupied enemy coastal village.
- Use his twelve moves in any other way he wishes according to the ordinary rules of play.

4. Remember that the game can only be won by occupying the enemy's Capital and that Man-Power wins in the long run. Use your Naval Formations and Air Force Units freely in the opening of the game in order that their successful actions may enable you to bring your Reserves of Man-Power into play as early as possible.

NOTES FOR EXCEPTIONAL SITUATIONS.

1. Allies may assist each other by making joint Army Corps of one Division each, by utilising a Naval Formation each for the sinking of an enemy Naval Formation, or by raiding the same enemy Air Base should it have more than one Unit on it.

2. If a player is due to bring into play a Man-Power Division from his Reserve and has none left, he may bring into play one of his ally's Reserve Divisions.

3. If the Reserve Divisions of both are exhausted, captured Divisions must be handed back to them by their opponents, and these can be brought into play. (Rules 2 and 3 also apply to Naval Formations in Dockyards and Air Units (Building).

4. If their opponents have no captured Divisions left, the player attacked must remove a Division or Divisions from the board; but the choice as to which he removes lies with him.

5. Any Division forced over into neutral territory is interned and removed from the board.

6. Army Corps can be split up again into two Divisions for separate moves if the player so desires. Or its components can be used to crown Divisions on adjacent Stops, thus transforming them into Army Corps.

7. A Division cannot push another Division back if that Division has another supporting it immediately in its rear. It can, however, push it sideways, providing that it is not supported by another Division on the adjacent Stop there.

8. If an enemy Division is menaced from three points, it can be taken even if it has another Division supporting it immediately in its rear (but only two of the attacking Divisions are moved up to form an Army Corps).

9. If a Division is *immediately* between two enemy Divisions it can be taken unless supported by *two* other Divisions on immediately adjacent Stops.

10. Rules 7, 8 and 9 also apply to Army Corps, but should two or three Army Corps advance by converging roads, either to push an enemy Army Corps sideways if it is supported or to take it if it is unsupported, only one of the attacker's Army Corps occupies the point attacked; the others retire automatically to their previous positions, to avoid road congestion.

11. A player who is attacked always has the choice as to which adjacent Stop or square he will withdraw his Divisions, Corps or Naval Formations, but it must be to Stops or squares that are unoccupied.

12. Army moves are from Stop to Stop, and Units may, therefore, pass round the bend or angle where any roads cross in one move (provided there is not a Stop on the road junction). By this means players may launch surprise attacks such as occur in real warfare.

13. An Army Corps and a Division converging cannot take an enemy Army Corps; they can only force it back.

14. All Expeditionary Forces or Invading Units must be waiting in (or have advanced by ordinary stages to) home Ports before they can be sent overseas.

15. An Army Corps forked by two Divisions cannot be taken, but the two Divisions concerned can force the Army Corps back by joining up as an Army Corps themselves through both moving forward to the fork upon which the Army Corps is situated.

16. The only advantage of having Army Divisions upon Forts (or Fortified Ports) is that these cannot be destroyed by an Air Raid until the troops occupying them have been taken, driven out, or destroyed by an Air Raid (under Air Rule 10). If the Fort is taken by an attacker they must fall back according

to the ordinary rules of the game unless the Force on the Fort concerned is superior to the attackers; in which case he cannot take it but must use his natural 6 for some other purpose.

17. Neutral territory is the two small pieces of land coloured brown. These are only put in to round off the continental countries having sea coast. If Army Divisions are driven over neutral frontiers they are considered to be interned and lost for the game.

18. An enemy Division having got into a Capital may be moved out again to attack the remainder of the defending force from the side or rear; but all four squares *must* be filled by enemy Divisions before a Capital is taken and the game concluded.

19. If only two Naval Formations are left unsunk and they belong to countries opposed to each other, they may engage in a Naval duel on the same principle as an Air Raid and the player throwing the greater number of pips sinks the other's last Naval Formation.

20. Note that when Danereich and Franken are allied their Fleets and Naval Formations (Building) are exactly equal to those of Angleland.

21. An Air Unit which has been left on an enemy Air Base after a successful Raid, to mark it as destroyed (or partially destroyed) is out of the game for good. It is for this reason that the attacker is allowed to draw another from his Air Reserve to replace it.

22. If troops are still occupying a Fort after all their Air Bases have been destroyed, it takes a successful Air Raid to destroy each Division on the Fort and another successful Air Raid to destroy the Fort itself.

23. It takes the same number of successful Air Raids to destroy an enemy Air Base as there are enemy Air Units on it, but even if it is unoccupied it *must* be successfully raided to be destroyed. All five of an enemy's Air Bases must be occupied by at least one of an attacker's Units before that attacker may raid Army Divisions.

24. If a player makes a successful Air Raid on a Fortified Port the fortifications are considered to be destroyed and it becomes an ordinary Stop for the rest of the game; but as, under Blockade Rule 2, Air Raids may not be made on Naval Formations (Building) or on Dockyards, any Formations in the Port remain undestroyed.

25. When Angleland and Ruslavia are allied they cannot send Expeditionary Forces to assist each other, owing to the enemy territory which separates them. They can, however, use their Air Forces to help each other, and Angleland can invade either Franken or Danereich to assist Ruslavia.

26. If Angleland is allied to Danereich they have tremendous superiority in sea-power and should be able to blockade Franken, but with the help of her ally, Ruslavia, she should be able to counter this owing to their great superiority in the air.

27. A few spare chips (white) are provided, to be used only as substitutes in the event of the coloured chips having been lost.

28. Any dispute which cannot be settled by reference to these rules should be settled by each of the disputing parties throwing the dice; the winner's opinion to be accepted.

Extra sets of the 160 Playing Pieces may
be purchased at 2/6d. per Set.